L Number	Hits	Search Text	DB	Time stamp
12	238	persona	USPAT	2004/08/17 11:58
13	63	persona with (character$5 attribut$5)	USPAT	2004/08/17 12:00
14	3	persona with (character$5 with attribut$5)	USPAT	2004/08/17 12:00
15	215	creat$6 with (character$5 with attribut$5)	USPAT	2004/08/17 12:01
16	2	creat$6 with (human$5 persona) with (character$5 with attribut$5)	USPAT	2004/08/17 12:02
17	101	(human$5 persona) with (character$5 with attribut$5)	USPAT	2004/08/17 12:09
18	92	((human$5 persona) with (character$5 with attribut$5)) and @ad<20000712	USPAT	2004/08/17 12:08
19	12	((human$5 persona) with (character$5 with attribut$5)) and @ad<20000712 and game$5	USPAT	2004/08/17 12:05
20	294	(creat$6 stor$6) with (human persona) with (character$6 attribut$5) with (imag$6 visual$5)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/17 12:07
21	122	((creat$6 stor$6) with (human persona) with (character$6 attribut$5) with (imag$6 visual$5)) and @ad<20000712	USPAT	2004/08/17 12:08
22	0	(human$5 persona) with (online$3 internet$3) with (character$5 with attribut$5)	USPAT	2004/08/17 12:09
23	20	(human$5 persona) with (online$3 internet$3) with (character$5 attribut$5)	USPAT	2004/08/17 12:10
24	2	(("6448980") or ("6634949")).PN.	USPAT	2004/08/17 12:11
25	0	("6634949").uref.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/17 12:11
26	4	("6448980").uref.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/17 12:11

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This area of the NWT will be changing over the next few months. We are creating a searchable index for previous articles and other nifty things for your convenience. In the meantime, you can find all the previous articles through the links below.

Classifieds

Virtual Worlds

  Active Worlds

  Ultima Online

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The Palace

Issue #1	Issue #11
Issue #2	Issue #12
Issue #3	Issue #13
Issue #4	Issue #14
Issue #5	Issue #15
Underground Zero	Issue #16
Issue #7	Issue #17
Issue #8	Issue #18
Issue #9	Issue #19
Issue #10	Nov. '97
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NEW WORLD TIMES

Welcome to the new New World Times

Greetings and explanations from our Editor-in-Chief, Dataman.
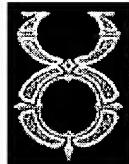
Ultima Online is having its problems.

Although sales have been phenomenal, customers are upset with server performance and gameplay issues. Boro gives his opinion about problems in the game in this article.

Interstellar Editorial

In a recent letter to the editor, mgib speculates on the use of smoke and mirrors in COF's new MARS world.
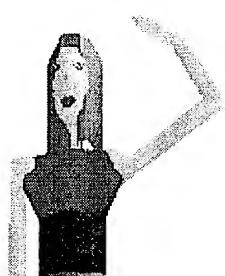
Attitude Over Avatars

Lucrezia Borgia examines the importance of avatars in our virtual worlds.

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0 pages	0 pages	1 pages	6 pages	3 pages	6 pages	12 pages	23 pages
		Dec 06, 1998 *	Jan 25, 1999 *	May 20, 2000 *	Feb 02, 2001 *	May 28, 2002 *	Jan 26, 2003 *
			Feb 08, 1999 *	Aug 18, 2000 *	Feb 05, 2001 *	Jun 02, 2002	Jan 28, 2003
			Apr 21, 1999 *	Oct 19, 2000	Apr 01, 2001 *	Jun 04, 2002	Feb 02, 2003
			Apr 27, 1999		Apr 04, 2001	Jul 27, 2002	Feb 12, 2003
			Oct 08, 1999 *		May 15, 2001 *	Aug 02, 2002	Mar 21, 2003 *
			Nov 03, 1999 *		Sep 25, 2001 *	Sep 23, 2002 *	Mar 22, 2003
						Sep 25, 2002	Apr 05, 2003 *
						Sep 28, 2002	May 01, 2003 *
						Sep 29, 2002	Jun 07, 2003 *
						Nov 22, 2002 *	Jun 18, 2003 *
						Nov 23, 2002	Jun 23, 2003
						Nov 26, 2002	Jul 16, 2003 *
							Jul 23, 2003 *
							Aug 03, 2003 *
							Aug 07, 2003 *
							Sep 28, 2003 *
							Oct 13, 2003 *
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0 pages	0 pages	0 pages	0 pages	0 pages	0 pages	4 pages	4 pages	1 pages
						Jun 17, 2002 *	Feb 18, 2003	Feb 24, 2004
						Aug 15, 2002	Apr 26, 2003	
						Oct 20, 2002 *	Aug 20, 2003	
						Dec 28, 2002	Dec 21, 2003	

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EIC 2100

TO: Jungwon Chang
Location: 5A06
Art Unit : 2154
Tuesday, August 17, 2004

Case Serial Number: 09/614572

From: David Holloway
Location: EIC 2100
PK2-4B30
Phone: 308-7794

david.holloway@uspto.gov

Search Notes

Dear Examiner Chang,

Attached please find your search results for above-referenced case.
Please contact me if you have any questions or would like a re-focused search.

David

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STIC EIC 2100
Search Request Form

130116

Today's Date:	What date would you like to use to limit the search?
8/17/04	Priority Date: 7/12/00 Other:

| Name __Jungwon Chang__	**Format for Search Results (Circle One):**
AU __2154__ Examiner # __nn446__	(PAPER) DISK EMAIL
Room # __5A-06__ Phone __305 9669__	**Where have you searched so far?**
	USP DWPI EPO JPO ACM IBM TDB
Serial # __09/614,592__	IEEE INSPEC SPI Other _East_

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A "Fast & Focused" Search is completed in 2-3 hours (maximum). The search must be on a very specific topic and meet certain criteria. The criteria are posted in EIC2100 and on the EIC2100 NPL Web Page at http://ptoweb/patents/stic/stic-tc2100.htm.

What is the topic, novelty, motivation, utility, or other specific details defining the desired focus of this search? Please include the concepts, synonyms, keywords, acronyms, definitions, strategies, and anything else that helps to describe the topic. Please attach a copy of the abstract, background, brief summary, pertinent claims and any citations of relevant art you have found.

STIC Searcher _David Holloway_	Phone _308-7794_
Date picked up _8-17-04_	Date Completed _8-17-04_

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Resources Administration
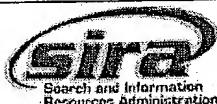
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S1      30540    PERSONA OR AVATAR? OR (CYBER OR DIGITAL OR VIRTUAL)(N)(CHA-
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                 RSONS OR PLAYER OR PLAYERS) OR SIM
S2      9943372  CREATE? OR GENERAT? OR MANUFACTUR? OR BUILD? OR AUTHOR OR -
                 MAKE? OR SPAWN?
S3      66125    MUD OR MOO OR (MULTI OR MULTIPLE)()USER()(DIMENSION? OR DO-
                 MAIN OR DUNGEON?) OR (COMPUTER? OR ONLINE OR INTERNET OR ON()-
                 LINE? OR VIDEO)(N)GAME?
S4      16999650 SPECIFIC? OR CHARACTERISTIC? OR FEATUR? OR PERSONALIT? OR -
                 FORM? OR SIZE? OR AGE? OR APPERANC?
S5      3166841  GRAPHIC? OR 3D OR THREE()(D OR DIMENSION?) OR IMAGE? OR PI-
                 CTURE? OR ANIMATION? OR ANIMATED
S6      35       S1 AND S2 AND S3 AND S4
S7      16       S5 AND S6
S8      112      S1(10N)S2(10N)S4 AND S5
S9      125      S8 OR S7
S10     96       RD (unique items)
S11     62       S10 NOT PY>2000
S12     62       S11 NOT PD>20000712
S13     66       S1(5N)S2(5N)S4(10N)S5
S14     22       S12 AND S13
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```

05682912   E.I. No: EIP00105368184
  Title: Photo-realistic talking-heads from image **samples**
  Author: Cosatto, Eric; Graf, Hans Peter
  Corporate Source: AT&T Lab-Research, Red Bank, NJ, USA
  Source: IEEE Transactions on Multimedia v 2 n 3 Sep 2000. p 152-163
  Publication Year: 2000
  CODEN: ITMUF8   ISSN: 1520-9210
  Language: English
  Document Type: JA; (Journal Article)   Treatment: T; (Theoretical)
  Journal Announcement: 0012W1

  Abstract: This paper describes a system for creating a photo-realistic
model of the human head that can be **animated** and lip-synched from
phonetic transcripts of text. Combined with a state-of-the-art
text-to-speech synthesizer (TTS), it generates video **animations** of
talking heads that closely resemble real people. To obtain a naturally
looking head, we choose a `data-driven' approach. We record a talking
person and apply **image** recognition to extract automatically bitmaps of
facial parts. These bitmaps are normalized and parameterized before being
entered into a database. For synthesis, the TTS provides the audio track,
as well as the phonetic transcript from which trajectories in the space of
parameterized bitmaps are computed for all facial parts. Sampling these
trajectories and retrieving the corresponding bitmaps from the database
produces **animated** facial parts. These facial parts are then projected and
blended onto an **image** of the whole head using its pose information. This
talking head model can produce new, never recorded speech of the person who
was originally recorded. Talking-head **animations** of this type are useful
as a front-end for **agents** and **avatars** in multimedia applications such
as virtual operators, virtual announcers, help desks, educational, and
expert systems. (**Author** abstract) 43 Refs.
  Descriptors: Multimedia systems; Pattern recognition; **Animation** ; Speech
synthesis; Sampling; Speech analysis; Computer vision
  Identifiers: Photo-realistic talking-heads; Text-to-speech synthesizer;
Sample based **image** synthesis
  Classification Codes:
  723.5 (Computer Applications); 741.1 (Light/Optics); 751.5 (Speech);
922.1 (Probability Theory); 741.2 (Vision)
  723 (Computer Software); 741 (Optics & Optical Devices); 751
(Acoustics); 922 (Statistical Methods)
  72 (COMPUTERS & DATA PROCESSING); 74 (OPTICAL TECHNOLOGY); 75
(ACOUSTICAL TECHNOLOGY); 92 (ENGINEERING MATHEMATICS)

05384039   E.I. No: EIP99094776332
   **Title: Explanatory lifelike avatars: Performing user-centered tasks in
3D learning environments**
   Author: Lester, James C.; Zettlemoyer, Luke S.; Gregoire, Joel P.; Bares,
William H.
   Corporate Source: North Carolina State Univ, Raleigh, NC, USA
   Conference Title: Proceedings of the 1999 3rd International Conference on
Autonomous Agents
   Conference   Location: Seattle,   WA,   USA   Conference   Date:
19990501-19990505
   Sponsor: ACM SIGART
   E.I. Conference No.: 55456
   Source: Proceedings of the Interantional Conference on Autonomous Agents
1999. p 24-31
   Publication Year: 1999
   CODEN: 002624
   Language: English
   Document Type: JA; (Journal Article)   Treatment: A; (Applications); T;
(Theoretical)
   Journal Announcement: 9911W3

   Abstract: Because of their multimodal communicative abilities and strong
visual presence, **animated** pedagogical **agents** offer significant promise
for **3D** learning environments. We describe a new class of **animated**
pedagogical **agents** , explanatory lifelike **avatars** , which can perform
user-designed tasks in rich **3D** worlds. By **generating** task networks to
perform student-designed tasks, an **avatar** task planner constructs and
interprets action **specifications** that it then interprets within the
geometries of the **3D** environment to **generate** navigational,
manipulative, and verbal behaviors. Filmed by a narrative camera planner in
the **3D** world, the **avatars** perform students' tasks and accompanies them
with running verbal explanations in realtime. The explanatory lifelike
avatar framework has been implemented in a full-scale **avatar** for the CPU
CITY learning environment, a **3D** learning environment for the domain of
computer architecture and systems for novices. To investigate the
effectiveness of this approach, a novel four-way comparative usability
study was conducted with an ` **agentless** ' world, a disembodied narrator, a
mute lifelike **avatar** , and a full-scale explanatory **avatar** . Results of
the study suggest that explanatory lifelike **avatars** hold much promise for
learning environments. (**Author** abstract) 20 Refs.
   Descriptors: *Neural networks; Artificial intelligence; Learning systems;
Computer architecture; Knowledge based systems
   Identifiers: Explanatory lifelike avatars; Lifelike agents; Pedagogical
agents; Synthetic agents
   Classification Codes:
   723.4.1 (Expert Systems)
   723.4 (Artificial Intelligence)
   723 (Computer Software); 722 (Computer Hardware)
   72 (COMPUTERS & DATA PROCESSING)

     Avatars are **graphical** on-line **images** that individuals **create**
to represent themselves in virtual social interactions. In this digital
form , individuals can define all aspects of their physical appearance
without morphology constraints. Research suggests that individuals
differentially monitor their self-presentations (Snyder, 1974, 1979), with
some using external cues to create self-presentations (high self-monitors)
and others integrating their own internal aspects (low self-monitors). This
study was designed to test these concepts with avatars as the new
self-presentation **form** . **Specifically** , self-presentation, sensitivity to
expressive behaviors, other-directedness and social comparison were
examined in relation to individuals' **created** **avatars** across three
contexts. Individuals (N = 169) completed two on-line surveys and
participated in a repeated measures design, with individuals creating one
avatar for each of three contexts—to interact in an on-line chatroom
with either: a group of friends; strangers; or a future employer. The first
survey consisted of background questions and the individual trait measures.
After participants had created their avatars, they answered questions
regarding corollary dimensions of self-monitoring that they encoded into
their self-presentations. A content analysis was conducted of the 507
avatars to determine the types and frequency of nonverbal presentation
elements. Will individuals who monitor themselves highly in their
self-presentations in real-life also monitor their on-line representations
and present themselves distinctly in different on-line contexts? Findings
suggest that individuals did not differ their types of portrayal,
demographics, or presentation characteristics of their avatars across
situations by self-monitoring dimensions. In general, participants reported
encoding more internal cues (attitudes and feelings), less external cues
(environmental based) and more cross-situation variability in their avatar
representations across situations. For the most part, there were few
findings related specifically to the monitoring dimensions:
self-presentation, sensitivity to expressive behaviors, other-directedness
and social comparison.
     Due to the lack of prediction with these subscales in this new
environment, it is necessary to consider the validity of the
self-monitoring construct. This author suggests greater explication of the
sensitivity to expressive behavior measure—which was the most
predictive—and reintegration of the acting dimension.

RECONCEIVING THE COMPUTER   GAME **AS AN INSTRUMENT FOR EXPRESSION:
NARRATIVE, CONTEXT, AND CONTENT IN AUDIO DESIGN FOR MULTIMODAL SYSTEMS**
   Author: BACK, MARIBETH JOY
   Degree: D.DES.
   Year: 1996
   Corporate Source/Institution: HARVARD UNIVERSITY (0084)
   Source: VOLUME 57/07-A OF DISSERTATION ABSTRACTS INTERNATIONAL.
         PAGE 2717. 210 PAGES
   Descriptors: INFORMATION SCIENCE ; MUSIC ; COMPUTER SCIENCE
   Descriptor Codes: 0723; 0413; 0984

     Computer   games are a powerful paradigm for designing computational
instruments for expression. Instruments share with games the need for
multidimensional information handling, mental modeling techniques and a
sense of wieldability. They should inherit those properties of games that
aid a user in **building** a mental model of the way an artifact works.
Specifically , a game model provides: (1) construction of a constrained
universe with **specific** laws: narration of place; (2) user expectations of
what happens next guided by context: narration of contextual moment; (3)
virtually instant multimodal feedback to user's actions: narration
describing behavior.
     We examine narrative as a way to address the interaction between
artifact and user. In particular we detail design parameters for audio in
the multimodal realm, and how a narrative approach is applied at global,
scenario, and micro levels in constructing auditory events. A narrative
approach to audio design at the waveform level, using both digital signal
processing and analog manipulation techniques, is described.
Characteristic structures of sonic point of view, sonic place, sonic
character, and sonic behavior are described, as well as remedies for design
problems that arise from combining these. Our methods for designing audio
through narrative work not only as a **building** technique but as a
analytical tool that allows critical discussion prior to the stage of user
testing.
     Four new computational instruments are described, with particular
attention to the auditory elements of the design and implementation of
each. We examine the commonalities between the instruments as well as the
differing avenues each explores. The Sonic **Avatar** combines three types of
auditory display into an instrument for expressing personal motion in a **3D**
 virtual environment. The Portal allows its user to play the air like a
musical instrument: **specifically** , a percussive instrument with vocal
qualities. The Health Care Chair uses new media technology to allow
personal, home-based control over an increasingly complex medical data
system. Animaurals is a realtime **generation** system for **animation** and
sound, intrinsically multimodal in design. All instruments are designed for
use by a single person; all are multimodal; all inherit different
computational approaches to the interplay of information and expression.

6271601   INSPEC Abstract Number: B1999-07-6135E-126, C1999-07-1250M-073
  Title: An avatar control system through facial feature extraction
  Author(s): Ae Kyung Yang; Hyung Ill Choi
  Journal: Journal of KISS(B) (Software and Applications)   vol.25, no.9
p.1410-18
  Publisher: Korea Inf. Sci. Soc,
  Publication Date: Sept. 1998 Country of Publication: South Korea
  CODEN: CKNBFV ISSN: 1226-2285
  SICI: 1226-2285(199809)25:9L.1410:ACST;1-C
  Material Identity Number: E346-1999-004
  Language: Korean   Document Type: Journal Paper (JP)
  Treatment: Practical (P); Theoretical (T)
  Abstract: Facial   expression   plays   an   important role in human
communications with people or machines. Our aim is to control an avatar by
exploiting facial features so that the avatar can mimic the user's facial
expression. Our approach consists of three main modules. The first tracks
facial   **features**   and   the second   **makes** a model of a **3D**   **avatar** . The
third transmits information from the **feature**   tracking module to the
 avatar control module. We use the Gabor wavelet transform when extracting
facial **features** .   (15 Refs)
  Subfile: B C
  Descriptors: face recognition; feature extraction; software agents; user
interfaces; wavelet transforms
  Identifiers: avatar control system; facial feature extraction; facial
expression; human communications; **3D** avatar; avatar control module;
feature tracking module; Gabor wavelet transform
  Class Codes: B6135E (Image recognition); B0230 (Integral transforms);
C1250M (Image recognition); C6180 (User interfaces); C5260B (Computer
vision and image processing techniques); C1130 (Integral transforms)

5928388   INSPEC Abstract Number: C9807-7400-007
Title: Digital humans in the simulated product life cycle
  Author(s): Miller, J.S.
  Author Affiliation: Deneb Robotics Inc., Auburn Hills, MI, USA
  Journal: IIE Solutions   p.24-9
  Publisher: Inst. Ind. Eng,
  Publication Date: March 1998   Country of Publication: USA
  CODEN: IISOFB   ISSN: 0019-8234
  Material Identity Number: D421-98004
  U.S. Copyright Clearance Center Code: 0019-8234/98/$03.00+.0
  Language: English   Document Type: Journal Paper (JP)
  Treatment: Practical (P)

  Abstract: Digital   or   virtual   humans   are   computer   **generated** ,
graphically displayed entities that represent either imaginary characters
or real humans. The **former** , commonly referred to as **avatars** , are used
primarily in **video**   **games** and the entertainment industry. The other
digital humans, those of most interest to **manufacturing** companies, exist
within a **three**   **dimensional** (**3D**) **graphical** simulation environment
for the purpose of engineering evaluation. Though these digital humans may
also vary in **size** , shape, and capability, they are intended to mirror
actual human **characteristics** within a given population. This **form** of
digital human can also be taught to perform the tasks required of its human
counterpart. They are the virtual operators acting within simulated
environments,   **manufacturing**   new   vehicle   components,   assembling   new
aircraft, and maintaining the next **generation** of nuclear submarines and
power plants. They are even training real operators how to perform future
assignments. In conclusion, it is predicted that the use of human
simulation will continue. The ability to predict human performance, with
simulation of the various stages of a product's life cycle, will enable
correct engineering decisions to be made earlier and at less cost than
before. For IEs with an eye toward proactive participation in the product
life cycle, digital humans may be the perfect partners. Putting a digital
human to work may be the best way to ensure that a product is successful.
(0 Refs)
  Subfile: C
  Descriptors: CAD; digital simulation; engineering **graphics** ; ergonomics;
human factors; product development; virtual reality
  Identifiers: digital humans; simulated product life cycle; virtual humans
; **graphically** displayed entities; imaginary characters; real humans;
avatars ; **manufacturing** companies; **three**   **dimensional**   **graphical**
simulation environment; engineering evaluation; human **characteristics** ;
virtual operators; simulated environments; training; future assignments;
human simulation; human performance prediction; engineering decisions; IEs;
proactive participation; product life cycle
  Class Codes: C7400 (Engineering computing); C6130B (Graphics techniques)
; C6185 (Simulation techniques); C6180 (User interfaces)
  Copyright 1998, IEE

15/5/19   (Item 9 from file: 2)
DIALOG(R)File   2:INSPEC
(c) 2004 Institution of Electrical Engineers. All rts. reserv.

5592004   INSPEC Abstract Number: C9707-6170K-025
   Title: IMPROV: A system for real-time animation **of behavior-based interactive synthetic actors**
   Author(s): Goldberg, A.
   Author Affiliation: Med. Res. Lab., New York Univ., NY, USA
   Conference Title: Creating Personalities for Synthetic Actors. Towards Autonomous Personality Agents   p.58-73
   Editor(s): Trappl, R.; Petta, P.
   Publisher: Springer-Verlag, Berlin, Germany
   Publication Date: 1997 Country of Publication: Germany   251 pp.
   ISBN: 3 540 62735 9   Material Identity Number: XX97-01097
   Conference Title: Creating Personalities for Synthetic Actors. Towards Autonomous Personality Agents
   Conference Date: 1997   Conference Location: Vienna, Austria
   Language: English   Document Type: Conference Paper (PA)
   Treatment: Practical (P)

   Abstract: The IMPROV Project at NYU's Media Research Lab is **building** the technologies to produce distributed **3D** virtual environments in which human-directed **avatars** and computer-controlled **agents** interact with each other in real-time, through a combination of procedural **animation** and behavioral scripting techniques developed in-house. We are also exploring multi-modal interaction paradigms combining traditional forms of input (keyboard and mouse) with speech and gesture recognition in conjunction with various forms of presentation, including 2D and **3D** display. The system is intended to operate over local and wide area networks using standard internet protocols, enabling anyone with access to the World Wide Web to develop or participate in fully interactive, virtual experiences. (0 Refs)
   Subfile: C
   Descriptors: computer **animation** ; distributed processing; groupware; real-time systems; software agents; virtual reality
   Identifiers: behavior-based interactive synthetic actors; real-time **animation** ; distributed **3D** virtual environments; human-directed avatars; computer-controlled agents; procedural **animation** ; behavioral scripting techniques; wide area networks; local area networks; standard internet protocols; World Wide Web; virtual experiences
   Class Codes: C6170K (Knowledge engineering techniques); C6130B (Graphics techniques); C6180 (User interfaces); C6150N (Distributed systems software); C6130G (Groupware)

5093705   INSPEC Abstract Number: C9512-0220-026
  Title: ToonTalk-an animated **programming environment for children**
  Author(s): Kahn, K.
  Author Affiliation: Animated Programs, Portola Valley, CA, USA
  Conference Title: National Educational Computing Conference, NECC '95
Proceedings   p.243-9
  Editor(s): Harris, D.; Bailey, R.
  Publisher: Towson State Univ, Baltimore, MD, USA
  Publication Date: 1995 Country of Publication: USA   xv+337 pp.
  Conference   Title: Proceedings   of   National Educational Computing
Conference
  Conference Date: 17-19 June 1995   Conference Location: Baltimore, MD,
USA
  Language: English   Document Type: Conference Paper (PA)
  Treatment: Practical (P)
  Abstract: Twenty-five years after Logo's birth, there has been tremendous
progress in programming language research and in computer-human interfaces.
Programming languages exist now that are very expressive and mathematically
very elegant and yet are difficult to learn and master. We believe the time
is now ripe to attempt to repeat the success of the designers of Logo by
child engineering one of these modern languages. **Animation** is much better
suited for dealing with the dynamics of computer programs than static icons
or diagrams. While there has been substantial progress in **graphical** user
interfaces in the last twenty-five years, we chose to look not primarily at
the desktop metaphor for ideas but instead at **video   games** . **Video**
 games are typically more direct, more concrete, and easier to learn than
other software. And more fun too. We have constructed a general-purpose
concurrent programming system, ToonTalk, in which the source code is
 animated and the programming environment is a **video   game** . Every
abstract computational aspect is mapped into a concrete metaphor. For
example, a computation is a city, an active object or **agent** is a house,
birds carry messages between houses, a method or clause is a robot trained
by the user and so on. The programmer controls a "programmer **persona** " in
this video world to construct, run, debug and modify programs. We believe
that ToonTalk is especially well suited for giving children the opportunity
to **build** real programs in a manner that is easy to learn and fun to do.
(8 Refs)
  Subfile: C
  Descriptors: computer **animation ; computer   games** ; computer science
education; courseware; parallel programming; program debugging; programming
environments

1913763 H.W. WILSON RECORD NUMBER: BAST99058229
A solid impression
Graham-Rowe, Duncan;
New Scientist v. 163 no2196 (July 24 1999) p. 17
DOCUMENT TYPE: Feature Article ISSN: 0262-4079 LANGUAGE: English
RECORD STATUS: New record

ABSTRACT: A scientist at the University of Surrey, England, has developed
a digital photo booth that allows people to **create** 3-D computer **images**
of themselves. This will let you send a computerized 3-D **image** , an
avatar , of yourself into Internet chat rooms or into networked **computer
games** . These **images** could be used to personalize e-mails or web sites
and could be used as a **form** of identification on the Internet. However,
the technique currently has some glitches that are being worked on.

DESCRIPTORS: Digital photography; **Avatars** (Computers); Internet;

```
Set       Items    Description
S1       182823    CHARACTER OR CHARACTERS OR PERSONA OR AVATAR? OR (CYBER OR
                   DIGITAL OR VIRTUAL)(N)(PERSON OR PERSONALITY OR PEOPLE OR PER-
                   SONS OR PLAYER OR PLAYERS) OR SIM
S2      4929639    CREATE? OR GENERAT? OR MANUFACTUR? OR BUILD? OR AUTHOR OR -
                   MAKE? OR SPAWN?
S3        32012    MUD OR MOO OR (MULTI OR MULTIPLE)()USER()(DIMENSION? OR DO-
                   MAIN OR DUNGEON?) OR (COMPUTER? OR ONLINE OR INTERNET OR ON()-
                   LINE? OR VIDEO)(N)GAME?
S4      9034894    SPECIFIC? OR CHARACTERISTIC? OR FEATUR? OR PERSONALIT? OR -
                   FORM? OR SIZE? OR AGE? OR APPERANC?
S5      1511232    GRAPHIC? OR 3D OR THREE()(D OR DIMENSION?) OR IMAGE? OR PI-
                   CTURE? OR ANIMATION? OR ANIMATED
S6          122    S1 AND S2 AND S3 AND S4
S7           76    S5 AND S6
S8           20    S7 AND IC=(G06F? OR H04L?)
S9           13    S8 NOT AD>20000712
S10          13    IDPAT (sorted in duplicate/non-duplicate order)
S11          12    IDPAT (primary/non-duplicate records only)
File 347:JAPIO Nov 1976-2004/Apr(Updated 040802)
         (c) 2004 JPO & JAPIO
File 350:Derwent WPIX 1963-2004/UD,UM &UP=200452
         (c) 2004  Thomson Derwent
```

11/5/1   (Item 1 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

014435933   **Image available**
WPI Acc No: 2002-256636/200230
XRPX Acc No: N02-198626
  **Processing system operating method for learning, amusement, involves
  modifying user controllable image movements to represent idiosyncratic
  movements as controlled by user**
Patent Assignee: MACRI V J (MACR-I)
Inventor: MACRI V J; ZILBER P
Number of Countries: 093 Number of Patents: 003
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
WO 200190869	A1	20011129	WO 2000GB1686	A	20000502	200230	B
AU 200047675	A	20011203	AU 200047675	A	20000502	200230	
			WO 2000GB1686	A	20000502		
EP 1282850	A1	20030212	EP 2000929667	A	20000502	200312	
			WO 2000GB1686	A	20000502		

Priority Applications (No Type Date): WO 2000GB1686 A 20000502
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
WO 200190869	A1	E	54	G06F-003/00	

    Designated States (National): AE AG AL AM AT AU AZ BA BB BG BR BY CA CH
    CN CR CU CZ DE DK DM DZ EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE
    KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX NO NZ PL PT RO RU
    SD SE SG SI SK SL TJ TM TR TT TZ UA UG US UZ VN YU ZA ZW
    Designated States (Regional): AT BE CH CY DE DK EA ES FI FR GB GH GM GR
    IE IT KE LS LU MC MW NL OA PT SD SE SL SZ TZ UG ZW

Patent No	Kind	Lan	Main IPC	Filing Notes
AU 200047675	A		G06F-003/00	Based on patent WO 200190869
EP 1282850	A1	E	G06F-003/00	Based on patent WO 200190869

    Designated States (Regional): AL AT BE CH CY DE DK ES FI FR GB GR IE IT
    LI LT LU LV MC MK NL PT RO SE SI

Abstract (Basic): WO 200190869 A1
    NOVELTY - User controllable **images** are **generated** in response to
  user inputs and are stored in a memory. The user controllable **image**
  is constructed such that the **image** is controlled to perform movements
  in response to input from user, instead of the user performing
  corresponding actual physical movements. The **image** movements are
  recorded and modified to represent idiosyncratic movements as
  controlled by the user and output to a display unit.
    USE - For operating processing system simulating any physical
  movement in any simulated environment e.g. for simulating physical
  movements like skating and hockey maneuvers, which is used for
  learning, pre-training and amusement in home and arcade through
  Internet and for industrial, commercial and sports application and
  computer **video** **games** for controlling motivity devices such as
  robots, **avatars** or other motiles to perform actual physical
  movements.
    ADVANTAGE - Enables providing the capacity to users to **create**
  user **specific** visual effects from user **specific** inputs. Enables
  developing personalized artificial intelligence in the **form** of
  stimulated memory, decision making and motor skills.
    DESCRIPTION OF DRAWING(S) - The figure shows the flow chart
  explaining the operation of processing system.
    pp; 54 DwgNo 14E/14
Title Terms: PROCESS; SYSTEM; OPERATE; METHOD; LEARNING; AMUSE; MODIFIED;
  USER; CONTROL; **IMAGE** ; MOVEMENT; REPRESENT; MOVEMENT; CONTROL; USER
Derwent Class: T01; W04
International Patent Class (Main): **G06F-003/00**
File Segment: EPI

014435375   **Image available**
WPI Acc No: 2002-256078/200230
XRPX Acc No: N02-198075
  Computer graphic character **performance method for producing motion
  pictures , involves displaying** graphic character **substantially
  synchronized to line manual manipulations based on received** character
  motion information
Patent Assignee: HENSON CO JIM (HENS-N)
Inventor: FORBES J S; MAGILL T; ROSENBLUTH S
Number of Countries: 024   Number of Patents: 004
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
WO 200161447	A1	20010823	WO 2000US10065	A	20000413	200230	B
AU 200044605	A	20010827	AU 200044605	A	20000413	200230	
US 6377281	B1	20020423	US 2000506679	A	20000217	200232	
EP 1257896	A1	20021120	EP 2000926000	A	20000413	200301	
			WO 2000US10065	A	20000413		

Priority Applications (No Type Date): US 2000506679 A 20000217
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
WO 200161447	A1	E	72	G06F-003/00	

    Designated States (National): AU CA JP NZ
    Designated States (Regional): AT BE CH CY DE DK ES FI FR GB GR IE IT LU
    MC NL PT SE

AU 200044605	A			G06F-003/00	Based on patent WO 200161447
US 6377281	B1			G06F-003/00	
EP 1257896	A1	E		G06F-003/00	Based on patent WO 200161447

    Designated States (Regional): AT BE CH CY DE DK ES FI FR GB GR IE IT LI
    LU MC NL PT SE

Abstract (Basic): WO 200161447 A1
      NOVELTY - A computer receives performer movement information
  generated by a manual input device, based on manual manipulations and
  combines received information with **create** and stored **character**
  representation information to **create** **character** motion information.
  Another computer displays **graphic character** substantially
  synchronized to line manual manipulation, based on received **character**
  motion information.
      DETAILED DESCRIPTION - INDEPENDENT CLAIMS are also included for the
  following:
      (a) Computer system;
      (b) Computer readable medium;
      (c) Motion **picture** producing method;
      (d) Computer **graphic character** information creating and storing
  method
      USE - For controlling computer **graphic characters** and electro
  mechanically actuated puppet **characters** that are used in production
  of motion **pictures** in **video game** and web site.
      ADVANTAGE - Enables performer to **create** expression and
  performance for computer **graphic character** in a manner that is
  similar to a puppet performance, based on **character** motion
  information. Increases signal integrity by minimizing the number of
  interfaces and the number of signal **forms** . Performers are required to
  learn only a minimum number of software tools that are quickly and
  easily accessible.
      DESCRIPTION OF DRAWING(S) - The figure shows the flow diagram of
  computer **graphic character** performance method.
      pp; 72 DwgNo 3A/7
Title Terms: COMPUTER; **GRAPHIC** ; **CHARACTER** ; PERFORMANCE; METHOD; PRODUCE
  ; MOTION; **PICTURE** ; DISPLAY; **GRAPHIC** ; **CHARACTER** ; SUBSTANTIAL;
  SYNCHRONISATION; LINE; MANUAL; MANIPULATE; BASED; RECEIVE; **CHARACTER** ;
  MOTION; INFORMATION
Derwent Class: T01; W04

International Patent Class (Main): **G06F-003/00**
International Patent Class (Additional): G06T-013/00
File Segment: EPI

DIALOG(R)File 350:Derwent WPIX
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010599681   **Image available**
WPI Acc No: 1996-096634/199610
Related WPI Acc No: 1996-333799
XRPX Acc No: N96-080687
    Video - game **system for enhanced processing and display of** graphical
    character elements - uses location- specific **vertical interrupt to**
    implement routine to modify or to alter elements, defines part of
    graphics **map which is displayed differently using priority bit, uses**
    virtual character **element library provides dynamic memory sp**
Patent Assignee: SEGA ENTERPRISES CO LTD (SEGA-N); SEGA AMERICA INC
    (SEGA-N); SEGA ENTERPRISES KK (SEGA-N)
Inventor: MORITA T; STEPHENS A
Number of Countries: 003   Number of Patents: 005
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
TW 266277	A	19951221	TW 94112437	A	19941231	199610	B
US 5707288	A	19980113	US 94381563	A	19941231	199809	
			US 96761990	A	19961211		
US 5935003	A	19990810	US 94381563	A	19941231	199938	
			US 96761319	A	19961206		
CN 1142194	A	19970205	CN 95191874	A	19951228	200053	
US 6155923	A	20001205	US 94381563	A	19941231	200066	
			US 96761454	A	19961206		

Priority Applications (No Type Date): US 94381563 A 19941231; US 96761990 A
    19961211; US 96761319 A 19961206; US 94367810 A 19941230; US 96761454 A
    19961206
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
TW 266277	A		4	G06F-015/44	
US 5707288	A		13	A63F-009/24	Cont of application US 94381563
US 5935003	A			A63F-009/24	Div ex application US 94381563
CN 1142194	A			A63F-009/22	
US 6155923	A			A63F-009/24	Div ex application US 94381563

Abstract (Basic): TW 266277 A
        A display list technology utilises an intentionally **generated ,**
    location- **specific** vertical interrupt to implement a routine to modify
    or to alter existing **graphical** **character** elements. A second
    technique involves the definition of a small portion of the **graphics**
    map which is displayed differently than the balance of the **graphics**
    map because the stored priority bit is expressed in the defined area,
    but suppressed and replaced in all other areas.
        The third technique employs a virtual **character** element library
    to map the **character** elements appearing on the display, and
    recognizes available space within the video random access memory
    character element storage to provide a dynamic memory space.
        ADVANTAGE - Enhanced capability of **video** **game** system controller
    and data storage to provide **graphic** **character** element storage and
    processing.
        Dwg.1/4
Title Terms: VIDEO; GAME; SYSTEM; ENHANCE; PROCESS; DISPLAY; **GRAPHICAL ;**
    CHARACTER ; ELEMENT; LOCATE; **SPECIFIC ;** VERTICAL; INTERRUPT; IMPLEMENT;
    ROUTINE; MODIFIED; ALTER; ELEMENT; DEFINE; PART; **GRAPHIC ;** MAP; DISPLAY;
    PRIORITY; BIT; VIRTUAL; **CHARACTER ;** ELEMENT; LIBRARY; DYNAMIC; MEMORY;
    SPECIES
Derwent Class: P36; T01; W04
International Patent Class (Main): A63F-009/22; A63F-009/24; **G06F-015/44**
File Segment: EPI; EngPI

010331839   **Image available**
WPI Acc No: 1995-233531/199531
XRPX Acc No: N95-182024
  Producing personalised video games **using CD discs - combining
  personalised** images **of game players with head of game** character **to
  provide** video game **, so that game players can see themselves as main**
  character **, using electronic camera to take** image **of players**
Patent Assignee: EASTMAN KODAK CO (EAST)
Inventor: BAUMEISTER H P; ELLSON R N; PARULSKI K A
Number of Countries: 005 Number of Patents: 006
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
EP 661658	A2	19950705	EP 94420366	A	19941220	199531	B
JP 7326135	A	19951212	JP 94323050	A	19941226	199607	
EP 661658	A3	19951025	EP 94420366	A	19941220	199617	
US 5595389	A	19970121	US 93175806	A	19931230	199710	
EP 661658	B1	20000510	EP 94420366	A	19941220	200027	
DE 69424392	E	20000615	DE 624392	A	19941220	200036	
			EP 94420366	A	19941220		

Priority Applications (No Type Date): US 93175806 A 19931230
Cited Patents: No-SR.Pub; 1.Jnl.Ref; US 4710873
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
EP 661658	A2	E	8	G06F-019/00	
Designated States (Regional): DE FR GB					
JP 7326135	A		6	G11B-020/12	
EP 661658	A3			G06F-019/00	
US 5595389	A		8	A63F-009/22	
EP 661658	B1	E		G06F-019/00	
Designated States (Regional): DE FR GB					
DE 69424392	E			G06F-019/00	Based on patent EP 661658

Abstract (Basic): EP 661658 A
     The compact disk (CD) includes recorded data being an authored
  segment of data **created** from **graphics** and control information, and
  a personalised segment of data. A **video** **game** having one or more
  characters , and several personalised **images** (20, 22 and 24) are
  provided.
     The **video** **game** is read and executed. Selected personalised
  images are accessed and combined with one or more **characters** to
  form a personalised **character** in the game. The personalised
  character is then displayed (14) and used in the game.
     ADVANTAGE - Provides interactive entertainment system incorporating
  personalised **images** and utilises storage medium, Compact Disk, having
  integrated personalised data and generalised game data.
     Dwg.1/6
Title Terms: PRODUCE; PERSON; VIDEO; GAME; CD; DISC; COMBINATION; PERSON;
  IMAGE ; GAME; PLAY; HEAD; GAME; **CHARACTER** ; VIDEO; GAME; SO; GAME; PLAY;
  CAN; MAIN; **CHARACTER** ; ELECTRONIC; CAMERA; **IMAGE** ; PLAY
Derwent Class: P36; T01; W04
International Patent Class (Main): A63F-009/22; **G06F-019/00** ; G11B-020/12
International Patent Class (Additional): A63F-009/22
File Segment: EPI; EngPI

004307859
WPI Acc No: 1985-134737/198522
XRPX Acc No: N85-101249
  **Video processing architecture - displays portions of either stationary or
  movable plane** image **using** character **blocks represented in addressable
  memory**
Patent Assignee: CARMEAN W F (CARM-I)
Inventor: CARMEAN W F
Number of Countries: 001 Number of Patents: 001
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
US 4517654	A	19850514	US 82406672	A	19820809	198522	B

Priority Applications (No Type Date): US 82406672 A 19820809
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 4517654	A		20		

Abstract (Basic): US 4517654 A
      The appts. comprises a device for storing **image   forming**
instructions at addressable locations and for supplying instructions
from each location. A processor coupled to the device assembles a
stationary plane **image** and a movable plane **image** during a display
interval in accordance with the instructions input via a processor data
bus. A video controller coupled to the processor **generates** vertical
and horizontal display synchronisation signal outputs.
      A **character   generator** includes several addressable **character**
blocks and a second device has an input coupled to the processor for
storing the assembled stationary plane **image** . A row subtractor
coupled to the processor discretely shifts the movable plane **image** ,
in a vertical axis orce during each display interval. A device is
coupled to the **character   generator** for selecting between display of
stationary and movable plane **images** and **forming** composite **image**
to be displayed.
      USE - For **video   games** .
Title Terms: VIDEO; PROCESS; ARCHITECTURE; DISPLAY; PORTION; STATIONARY;
  MOVE; PLANE; **IMAGE** ; **CHARACTER** ; BLOCK; REPRESENT; ADDRESS; MEMORY
Derwent Class: T01; T04; W04
International Patent Class (Additional): **G06F-003/14**
File Segment: EPI

04407848   **Image available**
FORMATION OF CHARACTER

PUB. NO.:	06-051748 [JP 6051748 A]
PUBLISHED:	February 25, 1994 (19940225)
INVENTOR(s):	TOBISAWA MASATO
APPLICANT(s):	HUDSON SOFT CO LTD [488378] (A Japanese Company or Corporation), JP (Japan)
APPL. NO.:	04-220936 [JP 92220936]
FILED:	July 29, 1992 (19920729)
INTL CLASS:	[5] G09G-005/30; **G06F-003/153** ; **G06F-015/44** ; **G06F-015/66** ; **G06F-015/72** ; G09G-005/02; G09G-005/36
JAPIO CLASS:	44.9 (COMMUNICATION -- Other); 30.2 (MISCELLANEOUS GOODS -- Sports & Recreation); 45.3 (INFORMATION PROCESSING -- Input Output Units); 45.4 (INFORMATION PROCESSING -- Computer Applications)
JOURNAL:	Section: P, Section No. 1745, Vol. 18, No. 284, Pg. 167, May 30, 1994 (19940530)

ABSTRACT

PURPOSE: To **generate** an easy-to-see **character** **image** on a game machine by registering **character** patterns in a plane 0 of a **generator** and then registering a **character** pattern which is shifted in direction and includes 0 as overlapping bits in a plane 1.

CONSTITUTION: When the **computer** **game** machine displays **characters** on its video screen, the **character** patterns are registered in the plane 0 of a splite **generator** . Further, the same data with the plane 0 are described in the plane 1 so that bit patterns in the plane 0 are shifted right by one bit and down by one bit. In this case, the plane 0 is given priority for the bits overlapping with the plane 0 and the bits of the plane 1 are set to 0, thus processing the **character** patterns. Consequently, the plane 0 is preferentially displayed as **characters** and the plane 1 is displayed as patterns for making the **characters** attractive. Therefore, the **characters** are seen in an embossed **form** and becomes easy to see.

```
  Set       Items    Description
  S1       182823    CHARACTER OR CHARACTERS OR PERSONA OR AVATAR? OR (CYBER OR
                     DIGITAL OR VIRTUAL)(N)(PERSON OR PERSONALITY OR PEOPLE OR PER-
                     SONS OR PLAYER OR PLAYERS) OR SIM
  S2      4929639    CREATE? OR GENERAT? OR MANUFACTUR? OR BUILD? OR AUTHOR OR -
                     MAKE? OR SPAWN?
  S3        32012    MUD OR MOO OR (MULTI OR MULTIPLE)()USER()(DIMENSION? OR DO-
                     MAIN OR DUNGEON?) OR (COMPUTER? OR ONLINE OR INTERNET OR ON()-
                     LINE? OR VIDEO)(N)GAME?
  S4      9034894    SPECIFIC? OR CHARACTERISTIC? OR FEATUR? OR PERSONALIT? OR -
                     FORM? OR SIZE? OR AGE? OR APPERANC?
  S5      1511232    GRAPHIC? OR 3D OR THREE()(D OR DIMENSION?) OR IMAGE? OR PI-
                     CTURE? OR ANIMATION? OR ANIMATED
  S6          122    S1 AND S2 AND S3 AND S4
  S7           76    S5 AND S6
  S8           20    S7 AND IC=(G06F? OR H04L?)
  S9           13    S8 NOT AD>20000712
  S10          13    IDPAT (sorted in duplicate/non-duplicate order)
  S11          12    IDPAT (primary/non-duplicate records only)
  S12         158    S1 AND (VR OR VIRTUAL()REALIT?)
  S13          32    S12 AND S4 AND S5
  S14         979    S1(2N)S4(2N)S2
  S15         153    S14(5N)S5
  S16         185    S13 OR S15
  S17         102    S16 AND IC=(G06F? OR H04L? OR H04N?)
  S18          82    S17 NOT AD>20000712
  S19       26072    S1(3N)(S2 OR MODIF? OR CHANG? OR SELECT?)
  S20          64    S18 AND S19
  S21          63    S20 NOT S8
  S22       24396    S1(2N)S5
  S23          37    S21 AND S22
  S24          37    IDPAT (sorted in duplicate/non-duplicate order)
  S25          37    IDPAT (primary/non-duplicate records only)
File 347:JAPIO Nov 1976-2004/Apr(Updated 040802)
        (c) 2004 JPO & JAPIO
File 350:Derwent WPIX 1963-2004/UD,UM &UP=200452
        (c) 2004  Thomson Derwent
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Set     Items    Description
S1      182823   CHARACTER OR CHARACTERS OR PERSONA OR AVATAR? OR (CYBER OR
                 DIGITAL OR VIRTUAL)(N)(PERSON OR PERSONALITY OR PEOPLE OR PER-
                 SONS OR PLAYER OR PLAYERS) OR SIM
S2      4929639  CREATE? OR GENERAT? OR MANUFACTUR? OR BUILD? OR AUTHOR OR -
                 MAKE? OR SPAWN?
S3      32012    MUD OR MOO OR (MULTI OR MULTIPLE)()USER()(DIMENSION? OR DO-
                 MAIN OR DUNGEON?) OR (COMPUTER? OR ONLINE OR INTERNET OR ON()-
                 LINE? OR VIDEO)(N)GAME?
S4      9034894  SPECIFIC? OR CHARACTERISTIC? OR FEATUR? OR PERSONALIT? OR -
                 FORM? OR SIZE? OR AGE? OR APPERANC?
S5      1511232  GRAPHIC? OR 3D OR THREE()(D OR DIMENSION?) OR IMAGE? OR PI-
                 CTURE? OR ANIMATION? OR ANIMATED
S6      122      S1 AND S2 AND S3 AND S4
S7      76       S5 AND S6
S8      20       S7 AND IC=(G06F? OR H04L?)
S9      13       S8 NOT AD>20000712
S10     13       IDPAT (sorted in duplicate/non-duplicate order)
S11     12       IDPAT (primary/non-duplicate records only)
S12     158      S1 AND (VR OR VIRTUAL()REALIT?)
S13     32       S12 AND S4 AND S5
S14     979      S1(2N)S4(2N)S2
S15     153      S14(5N)S5
S16     185      S13 OR S15
S17     102      S16 AND IC=(G06F? OR H04L? OR H04N?)
S18     82       S17 NOT AD>20000712
S19     26072    S1(3N)(S2 OR MODIF? OR CHANG? OR SELECT?)
S20     64       S18 AND S19
S21     63       S20 NOT S8
S22     24396    S1(2N)S5
S23     37       S21 AND S22
S24     37       IDPAT (sorted in duplicate/non-duplicate order)
S25     37       IDPAT (primary/non-duplicate records only)
File 347:JAPIO Nov 1976-2004/Apr(Updated 040802)
        (c) 2004 JPO & JAPIO
File 350:Derwent WPIX 1963-2004/UD,UM &UP=200452
        (c) 2004  Thomson Derwent
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DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

014355539   **Image available**
WPI Acc No: 2002-176240/200223
XRPX Acc No: N02-133822
  **Three-dimensional video edit display device stores specific image
  corresponding to input character attributes, while confirming display of
  character information**
Patent Assignee: MATSUSHITA DENKI SANGYO KK (MATU)
Number of Countries: 001 Number of Patents: 001
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
JP 2002015339	A	20020118	JP 2000198296	A	20000630	200223	B

Priority Applications (No Type Date): JP 2000198296 A 20000630
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
JP 2002015339	A		5	G06T-017/40	

Abstract (Basic): JP 2002015339 A
     NOVELTY - A storage unit (4) stores character attributes input for
extracting and storing a specific image, and stores the specific image
data. A storage unit (9) stores the character attributes and scene data
from the storage unit (4). An output image formation unit (8) generates
3D video piled with character information based on **image** and
character formation units (6,7) that **generate** video and **character**
 based on the stored information.
     USE - For editing and displaying three-dimensional video.
     ADVANTAGE - Since the display of three dimensional video and edit
of character information are synchronized, three-dimensional video
editing can be performed, efficiently.
     DESCRIPTION OF DRAWING(S) - The figure shows the block diagram of
the three-dimensional video edit display device. (Drawing includes
non-English language text).
     Storage units (4,9)
     Image and **character** formation units (6,7)
     Output image formation unit (8)
     pp; 5 DwgNo 1/2
Title Terms: THREE; DIMENSION; VIDEO; EDIT; DISPLAY; DEVICE; STORAGE;
  SPECIFIC; IMAGE; CORRESPOND; INPUT; CHARACTER; ATTRIBUTE; CONFIRM;
  DISPLAY; CHARACTER; INFORMATION
Derwent Class: P85; T01
International Patent Class (Main): G06T-017/40
International Patent Class (Additional): G09G-005/00; **H04N-005/262**
File Segment: EPI; EngPI

011482131   **Image available**
WPI Acc No: 1997-460036/199743
XRPX Acc No: N97-383027
   **Interactive entertainment apparatus for presenting virtual animated
   artifact within virtual environment - in which user's manipulation of
   virtual camera is used to signal agent as to actions of user**
Patent Assignee: PHILIPS ELECTRONICS NV (PHIG); PHILIPS GLOEILAMPENFAB NV
   (PHIG)
Inventor: GALLERY R D; JETHA Z
Number of Countries: 007   Number of Patents: 004
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
EP 797173	A1	19970924	EP 97200736	A	19970312	199743	B
JP 10003550	A	19980106	JP 9769761	A	19970324	199811	
CA 2200278	A	19970922	CA 2200278	A	19970318	199816	
KR 97066971	A	19971013	KR 9710272	A	19970321	199842	

Priority Applications (No Type Date): GB 966129 A 19960322
Cited Patents: 3.Jnl.Ref; WO 9303453
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
EP 797173	A1	E	10	G06T-015/70	

   Designated States (Regional): DE FR GB IT

JP 10003550	A		10	G06T-015/00	
CA 2200278	A			G06F-019/00	
KR 97066971	A			G06F-019/00	

Abstract (Basic): EP 797173 A
     The virtual environment navigation apparatus includes a data memory
   holding data defining the virtual environment, and a memory which
   stores data defining the appearance of an artefact in two or more
   poses. When a user is presented with an image of a virtual environment
   and enabled to move the image viewpoint location and direction within
   the environment, a control unit is provided for movable or **animated
   characters** or artifacts appearing within the environment.
     Variables, (distance, theta) which represent the distance between
   the viewpoint and the artefact, and the angle between what the camera
   is looking at, and the figure, are generated for determining the
   separation between the viewpoint and artefact and divergence of
   viewpoint direction. Changes in one or both of the variables initiates
   a controlled sequence (104.C/F) of poses adopted by all or part of the
   artefact.
     USE - Virtual environment navigation and interaction apparatus for
   interactive entertainment apparatus in which user navigates **image** of
   virtual environment. Provides computer- **generated** **characters** or
   features within virtual world with which user may wish to interact.
     Dwg.3/3
Title Terms: INTERACT; ENTERTAINMENT; APPARATUS; PRESENT; VIRTUAL; ANIMATED
   ; ARTIFACT; VIRTUAL; ENVIRONMENT; USER; MANIPULATE; VIRTUAL; CAMERA;
   SIGNAL; AGENT; ACTION; USER
Derwent Class: P36; T01
International Patent Class (Main): **G06F-019/00** ; G06T-015/00; G06T-015/70
International Patent Class (Additional): A63F-009/22; **G06F-161/00**
File Segment: EPI; EngPI